

**PLACID**  
*Placid*

The definitive visual history of PPDS.

**PLASTIC**  
*Plastic*

Ducks from a time before ducks.

**ART**  
*Art*

Like you've never seen



before.





Dear ducky,

**Thank you for showing all the support you could by purchasing the Digital Supporter Duck Pack!**

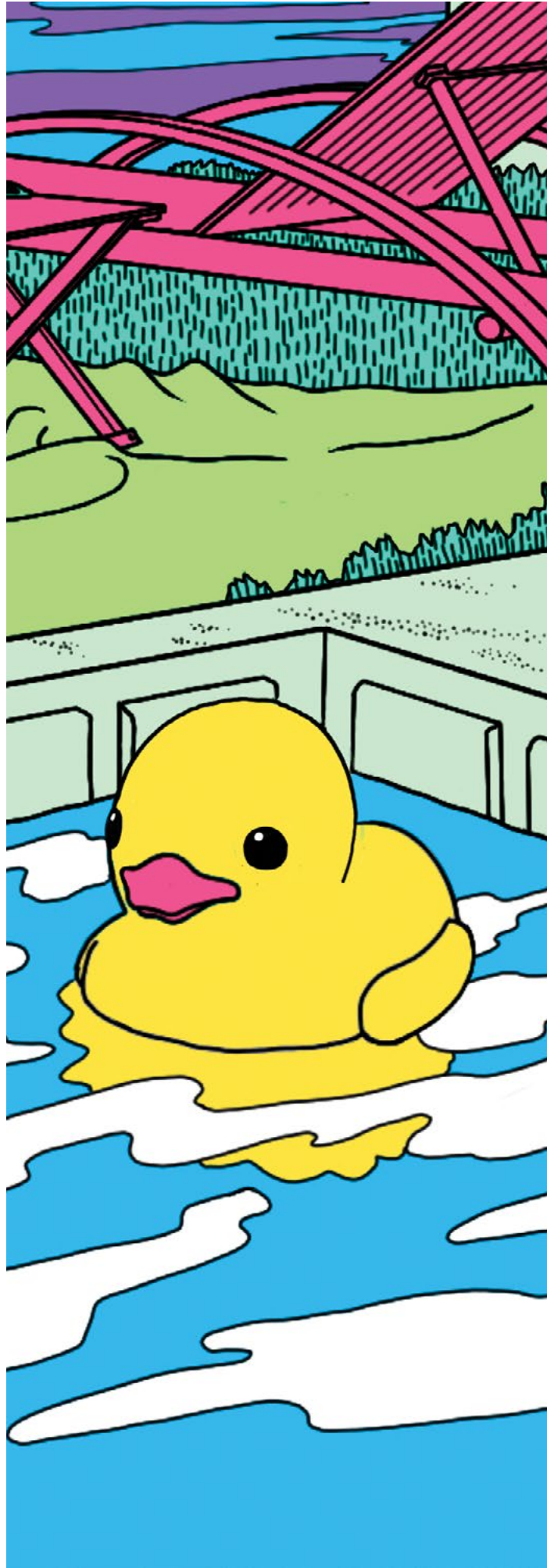
As I write this, we have released much more duck-related content than we could have possibly imagined when we started working on the project back in May 2022, and it's all thanks to you. You made this possible. With your support, we'll be able to keep expanding the duck universe, and we honestly can't wait to show you what we have in store for the future!

But just for once, let us indulge in the past instead.

This book offers a small window into our creative process, providing a glimpse of how things looked when we first imagined them. Within its pages, you'll discover internal artworks from Placid Plastic Duck Simulator that we've never shown to anyone, accompanied by a few words about some of them.

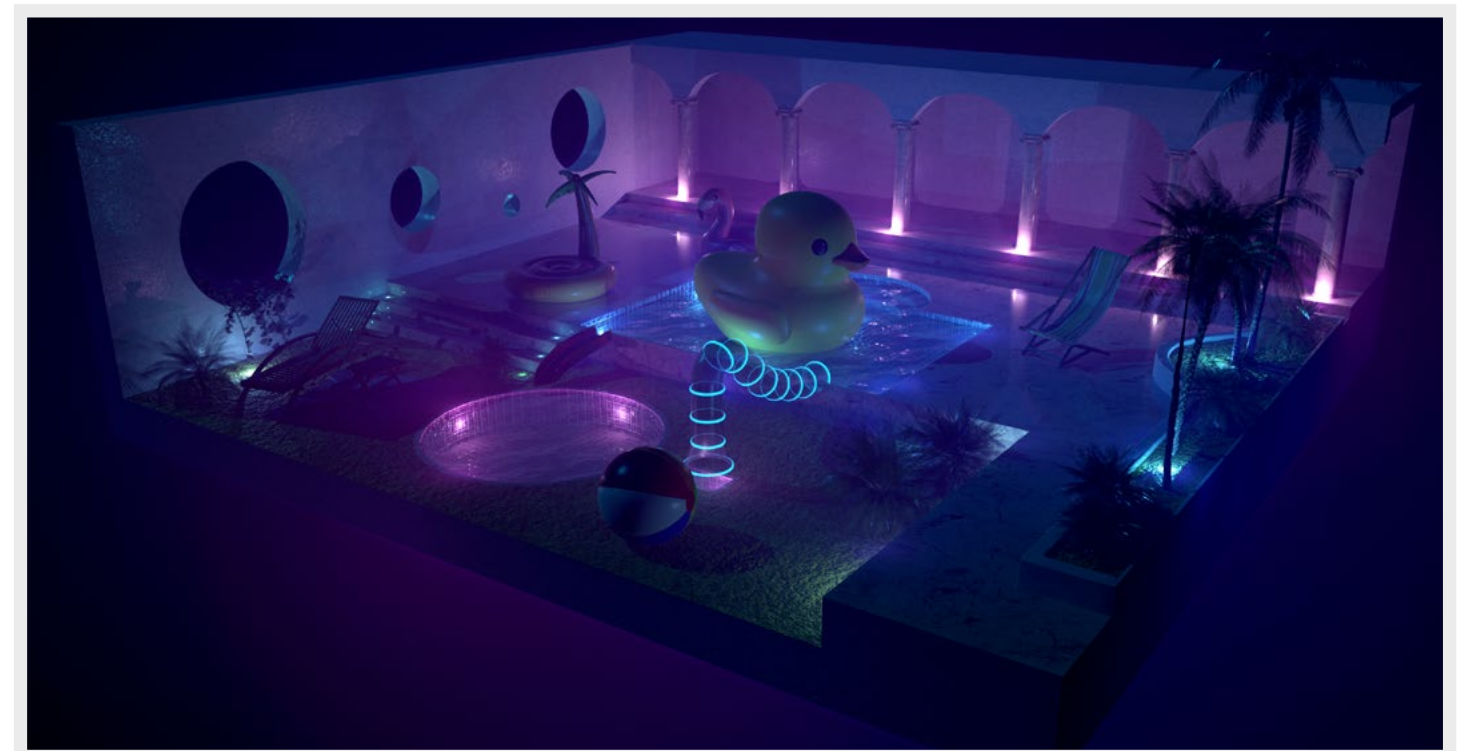
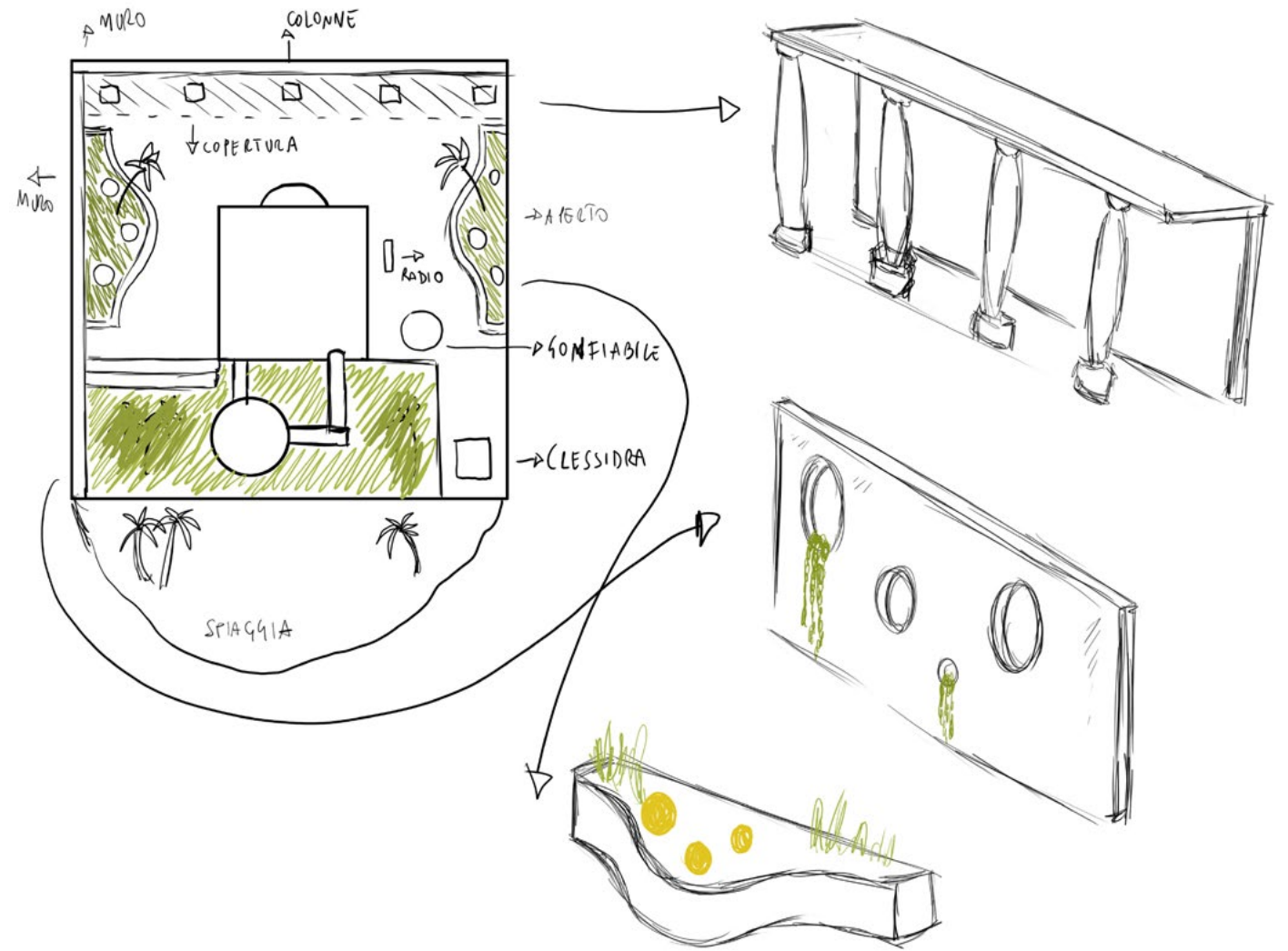
PPDS is a labor of love. We hope this is reflected in-game and by the amount of new content we have worked on so far. For those who feel that very love, this is a love letter to you.





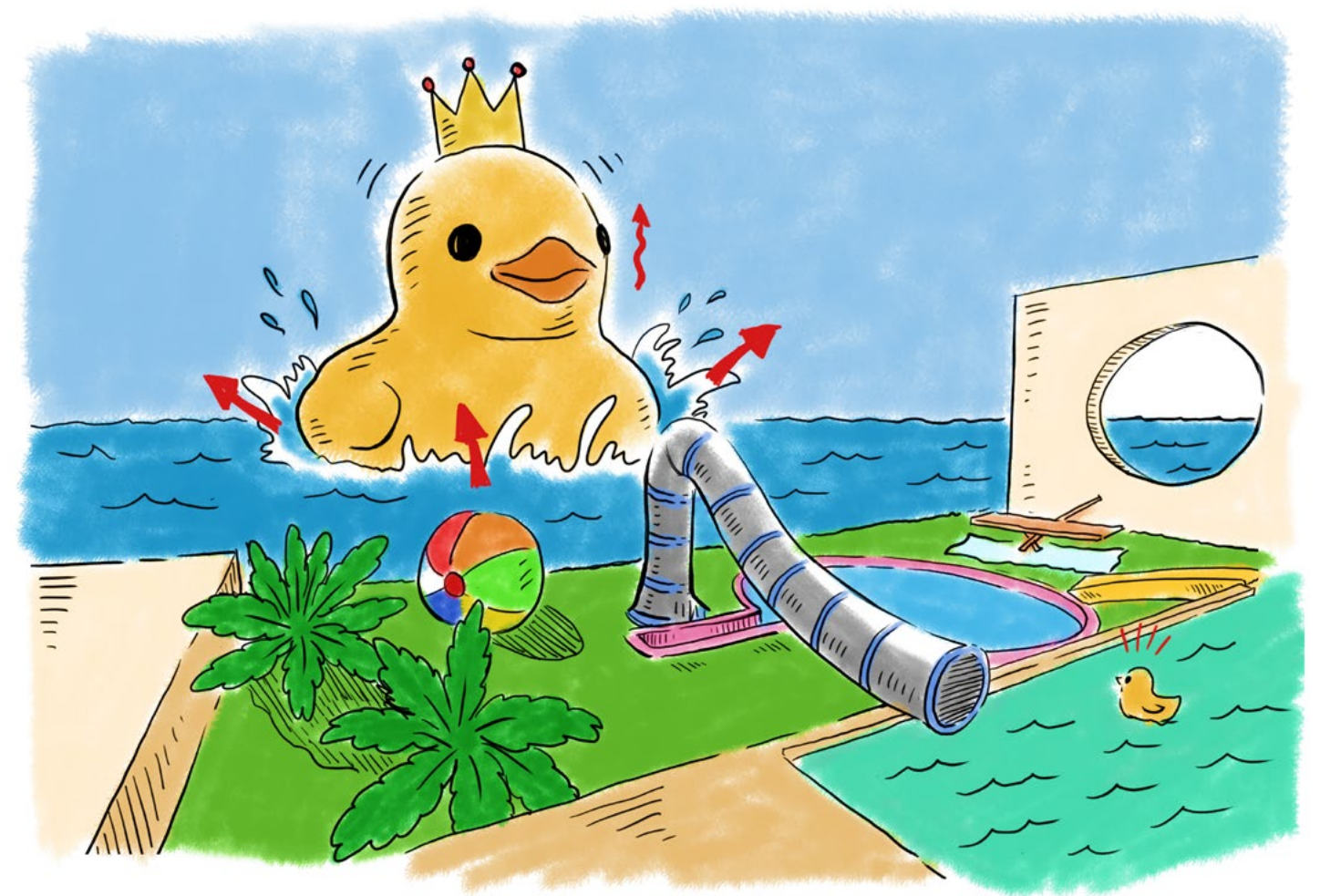
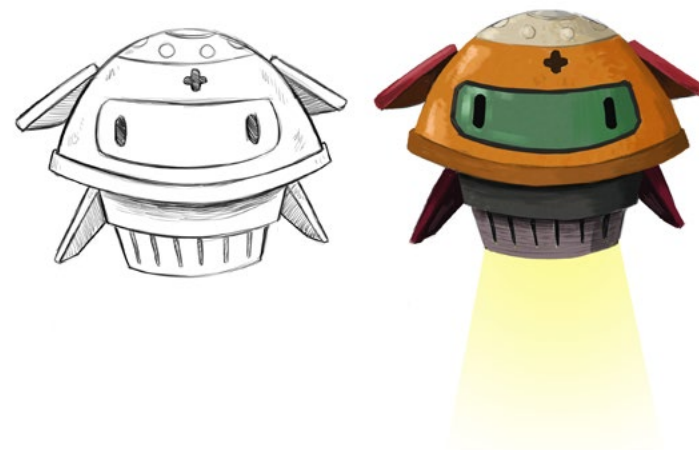
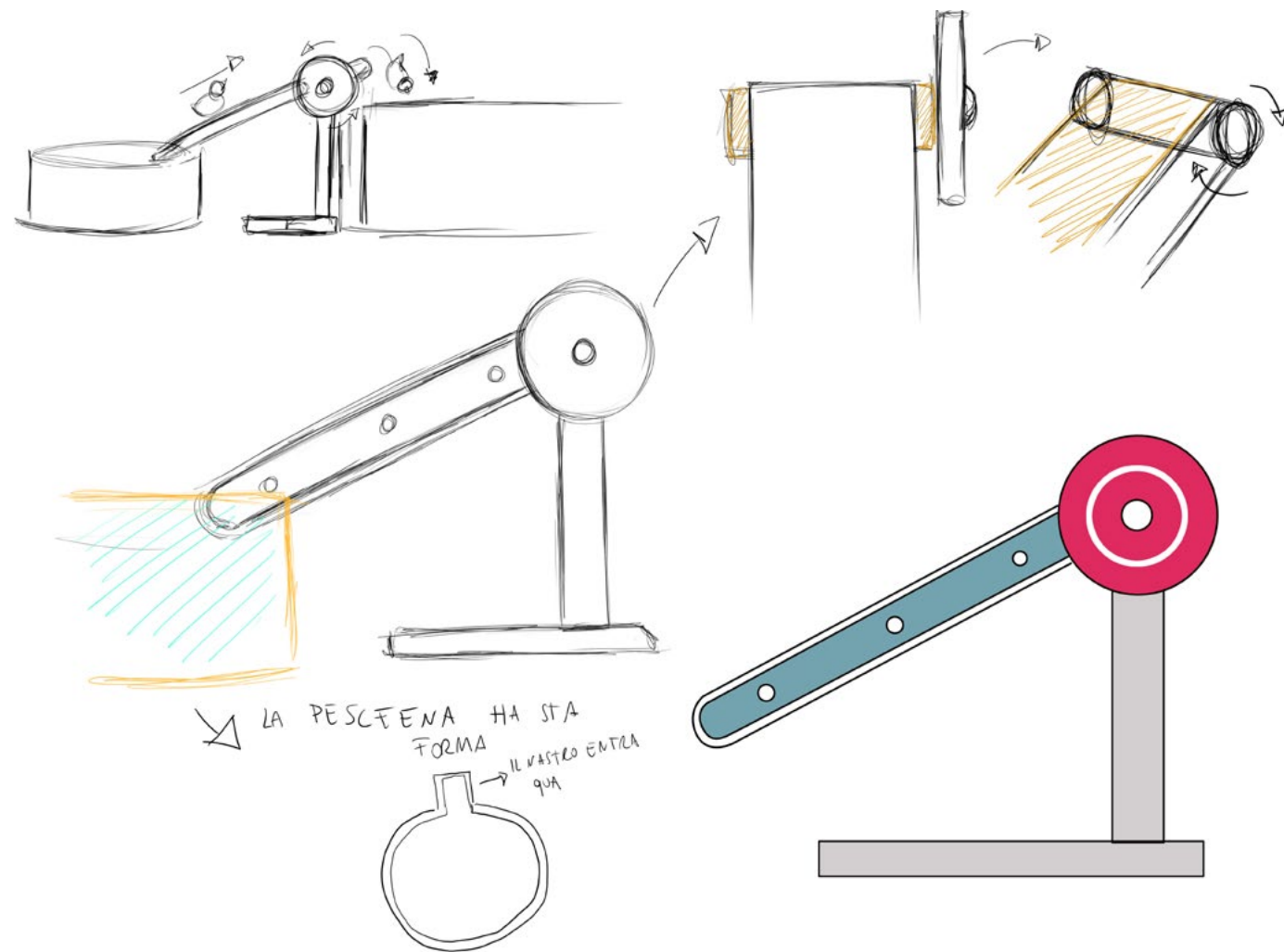
# INFINITY COOL

■ Here's one of the very first sketches for the original pool. The writing is in Italian, but you can clearly see how closely the drawing resembles the actual in-game version. Can you tell what changed? A few things were removed, such as the beach ("spiaggia") and the flowerbed by the wall. In this iteration, the absence of TheDoor is also noticeable.

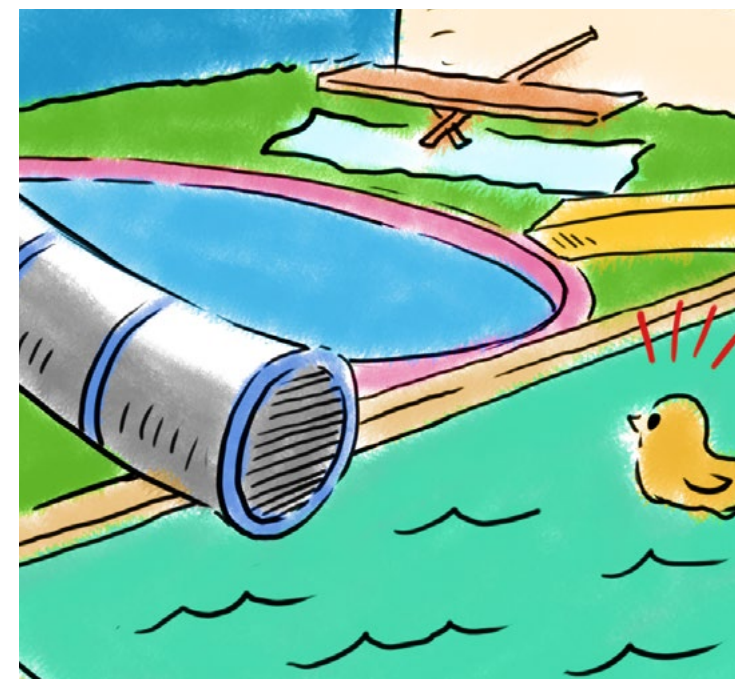




■ Here's something interesting. Initially, we considered bringing the ducks back into the main pool via a conveyor belt, as illustrated in this sketch. However, we soon decided a tube was cooler, so this idea never made it into the first prototype.



■ Among the many drawings and concepts created to capture the essence of duck aesthetics, one of the most memorable and distinctive is probably the one with the duck king emerging from the water—an idea that would only come to fruition many months after the release.

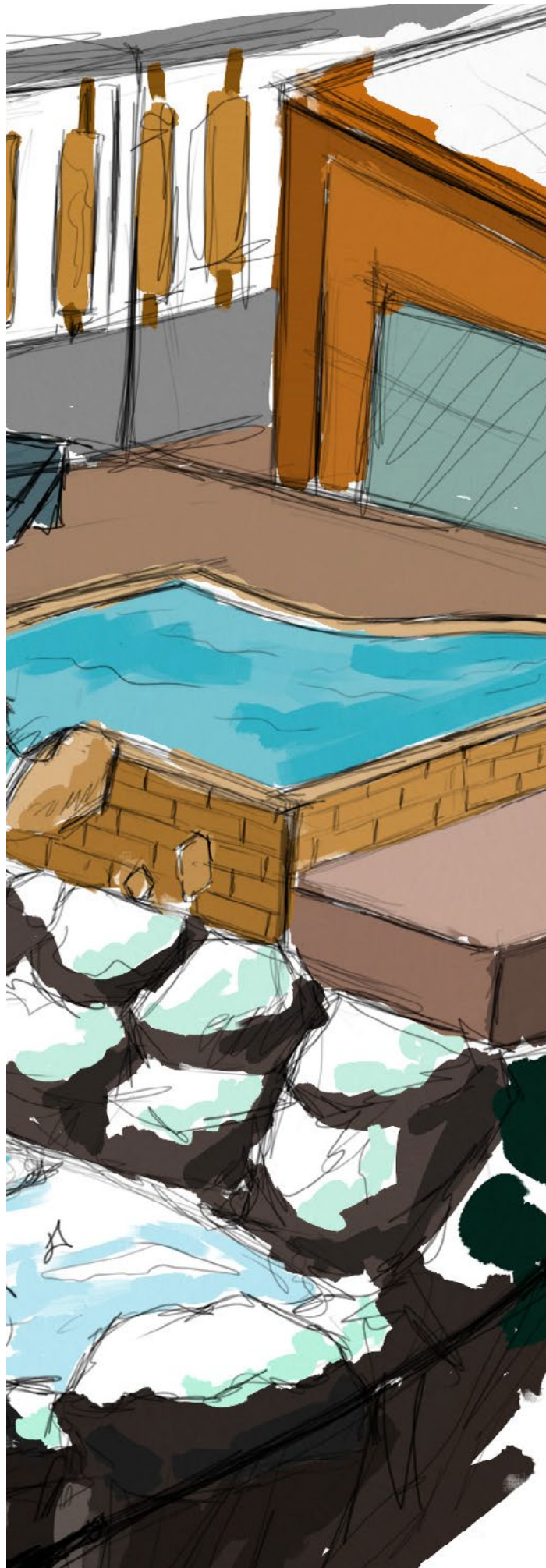




# QUACKING THE ICE

■ Here are two of the initial concepts sketched for the second location, Quacking the Ice.

Initially, we envisioned a three-story location featuring a little waterfall where ducks would free-fall down to the icy pond. As you can see, the top pool was smaller and lacked any indoor parts. The bottom pool was meant to be a natural hot spring.







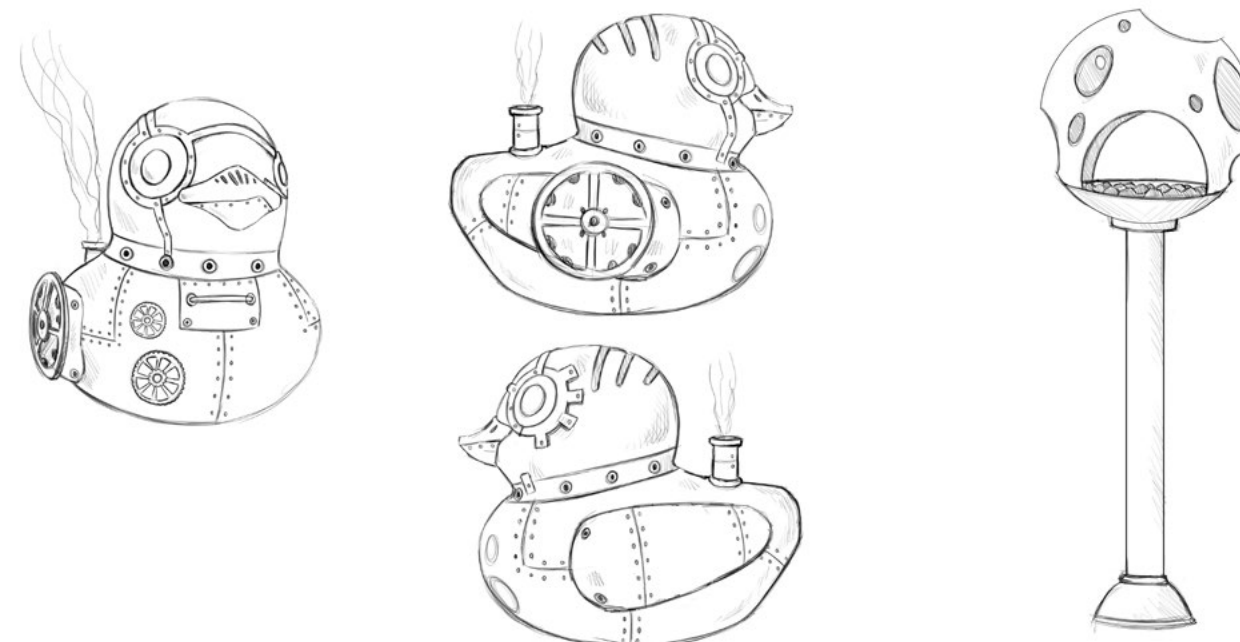
- This design was scrapped due to technical difficulties linked to water and the plug-in used for it (Suimono). We were dealing with game performance issues in the original pool, Infinity Cool, and had to simplify things instead of making our lives harder.

That's why we decided to remove the bottom pool and expand on the first two, making one bigger and the other more interesting and unique.

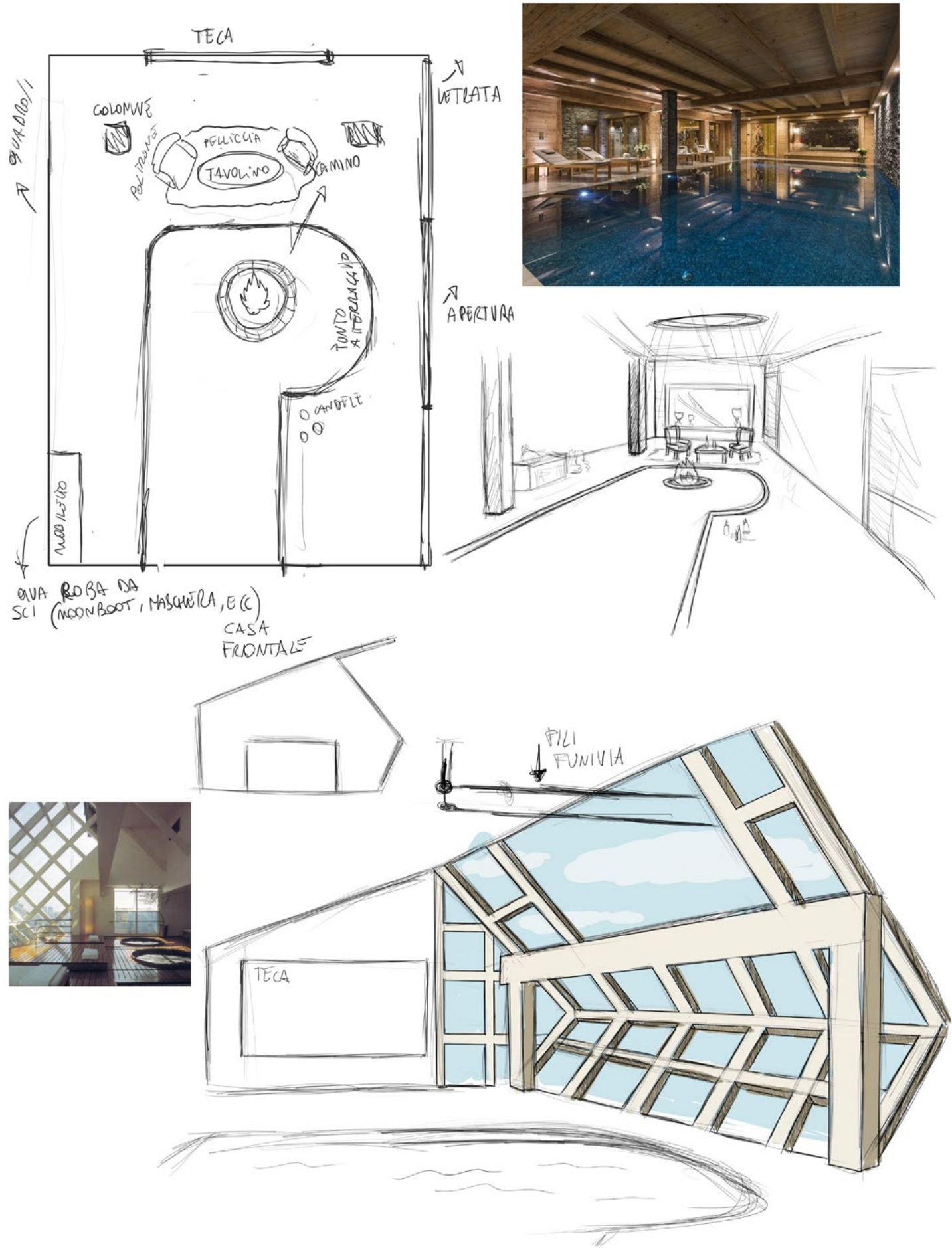
This decision led to the birth of the idea for the hockey goals.

- One of the initial renders of the winter location. Notably, the ideas of the ice cube and the sitting spot by the outside pool are already present.

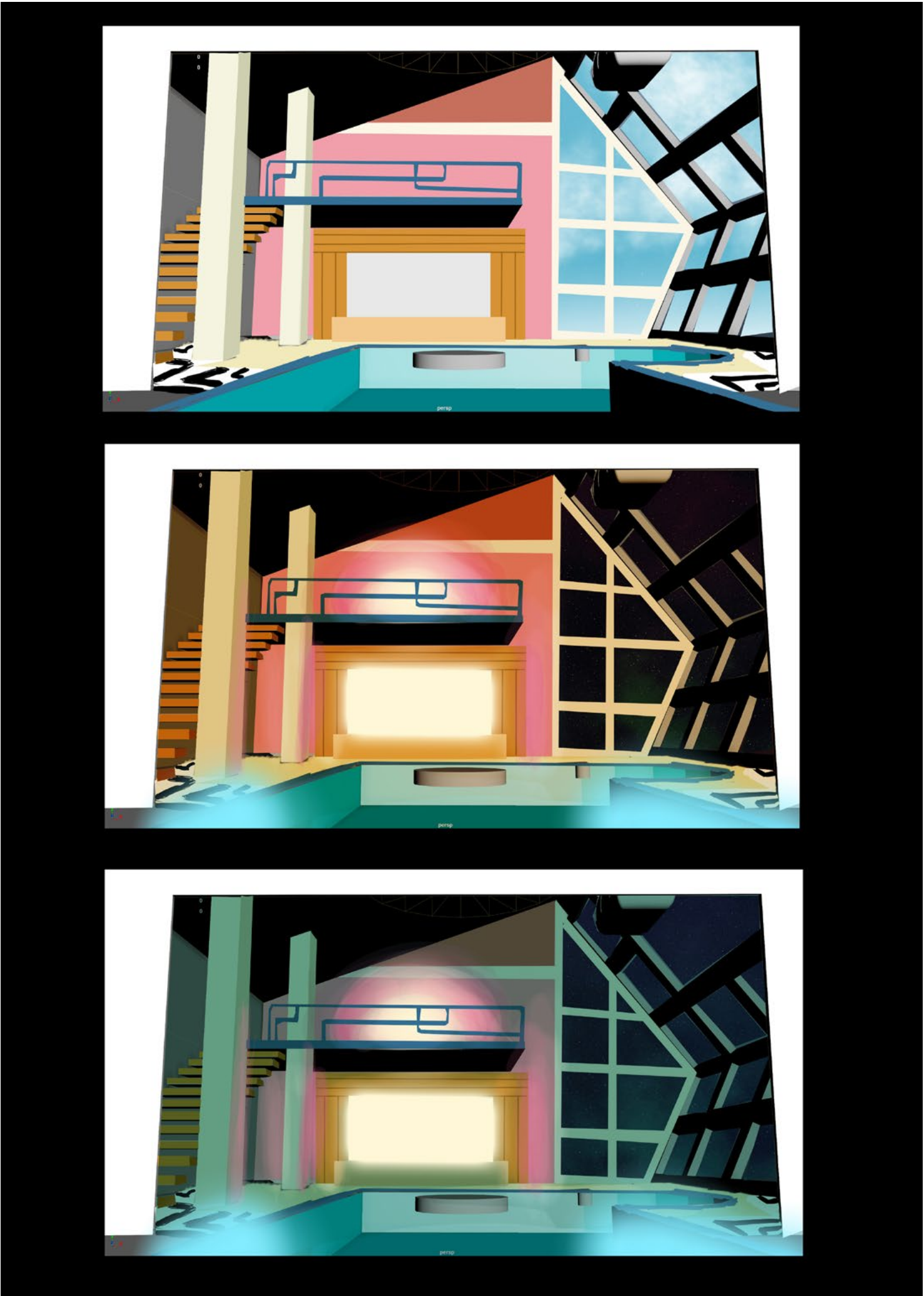
However, one element that underwent a couple of rearrangements is the snowman, as evident in this very early sketch. Eventually, it lost its initial prominence over the pool and was shifted a bit to the side, much to the delight of Ninja Duck.



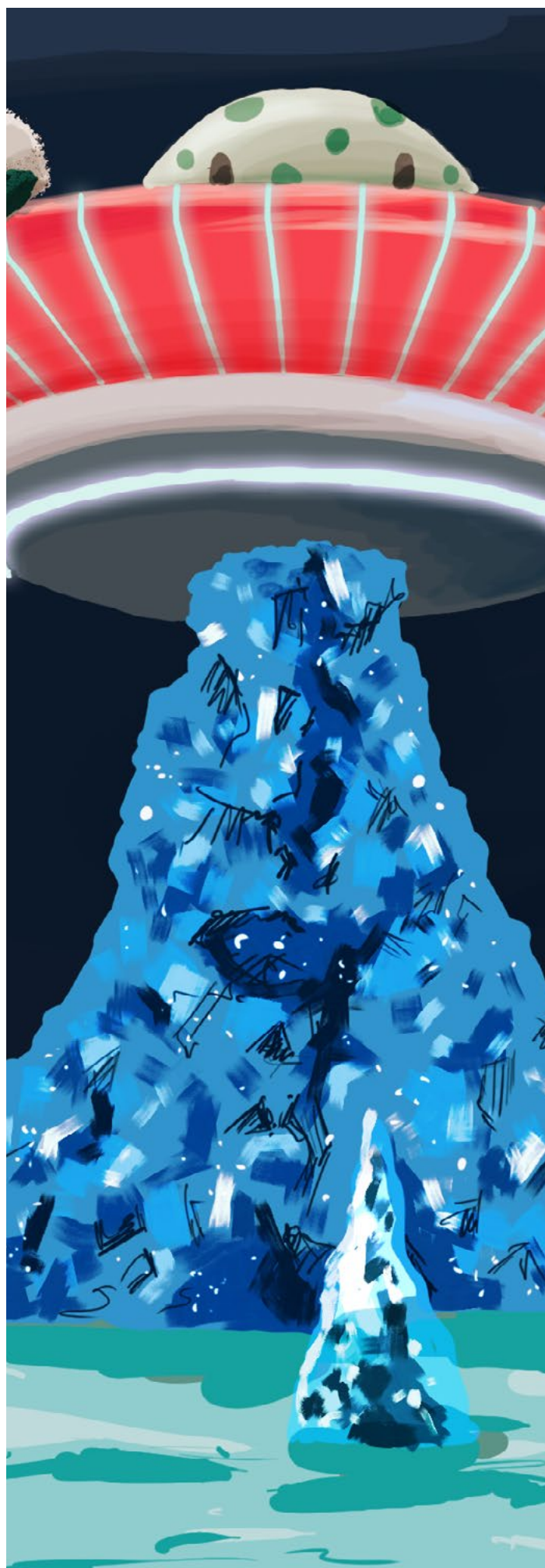




■ For the resort's internal ambiance, we drew inspiration from a distinct 70s aesthetic.

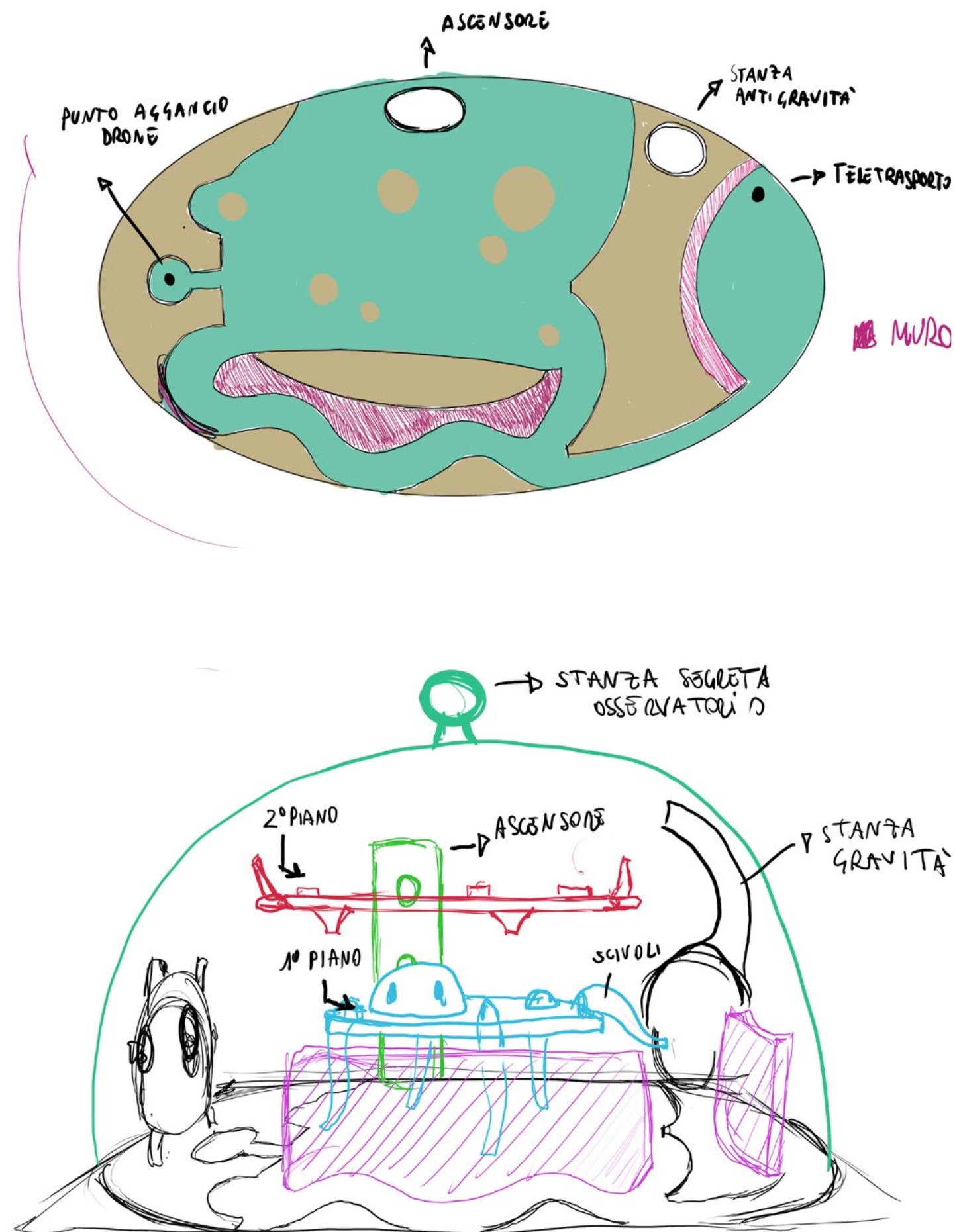
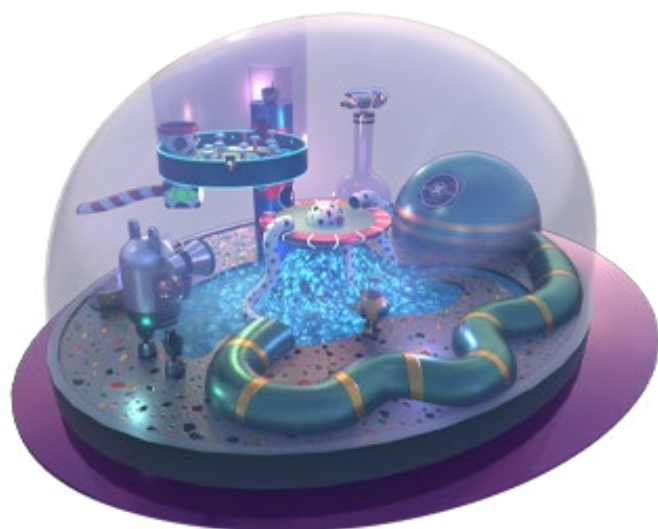




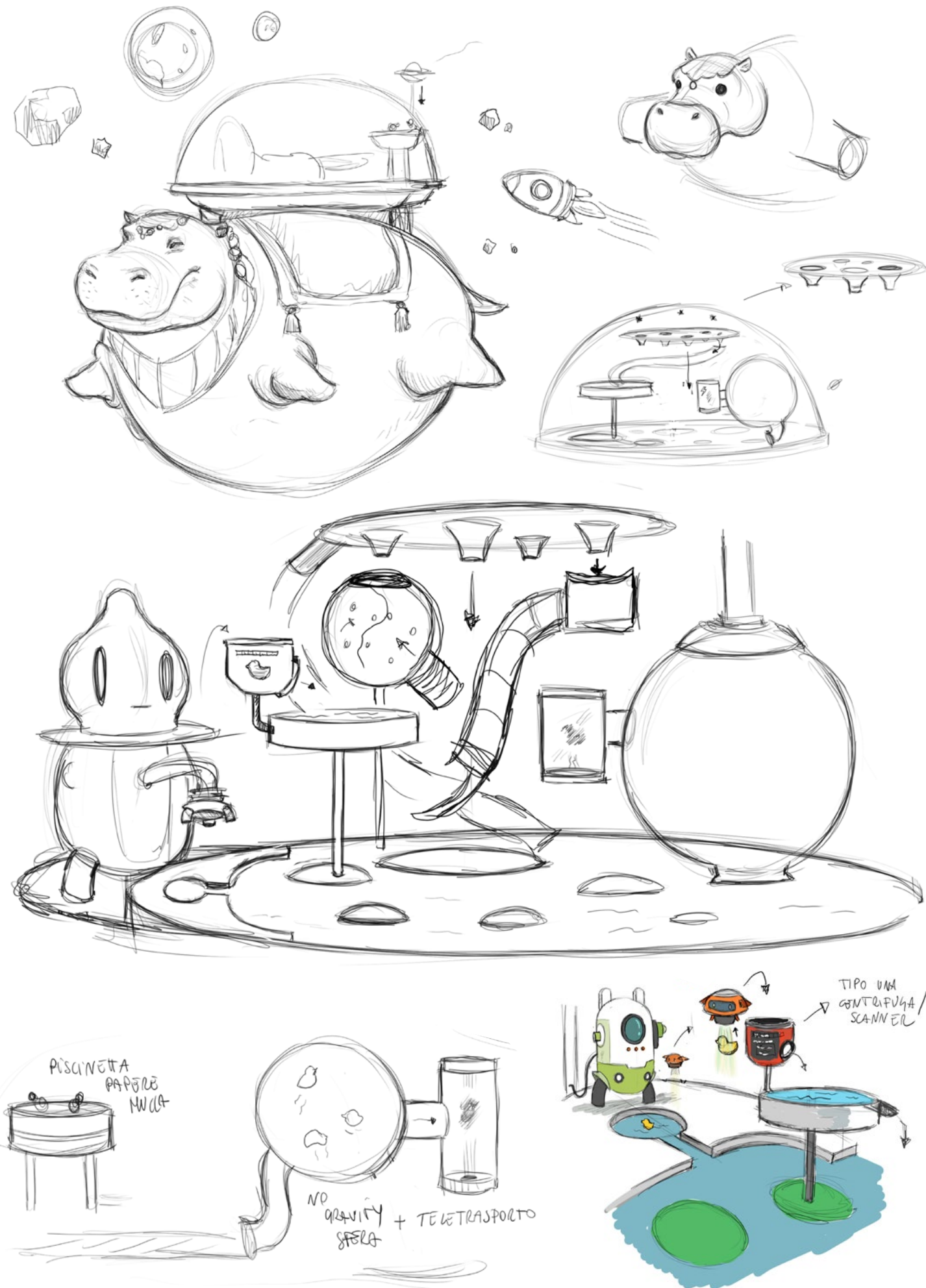


# HIPPOSPACE DOWNLOAD

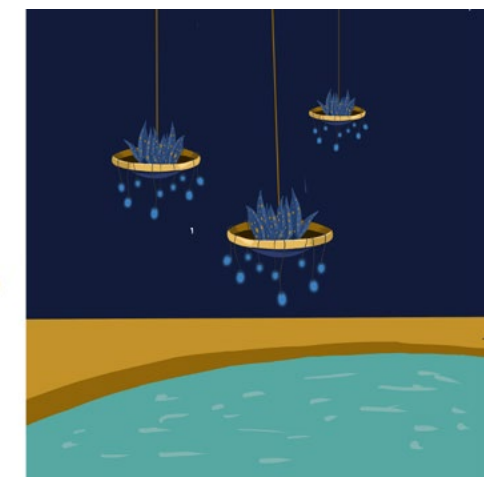
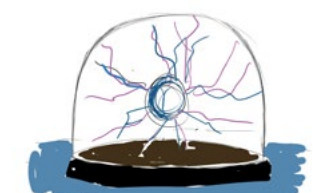
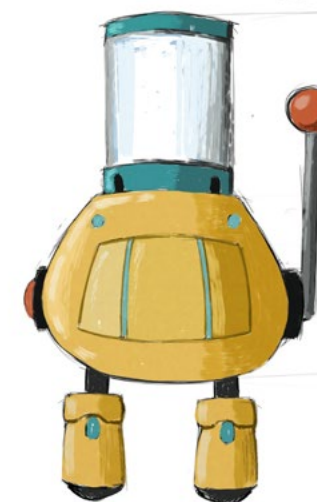
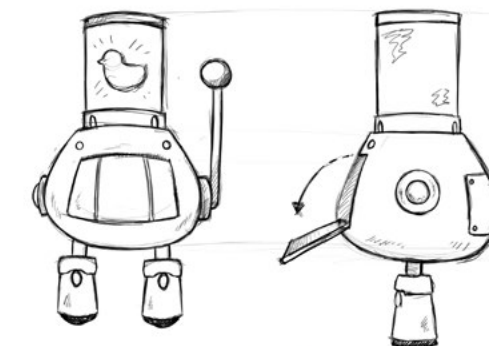
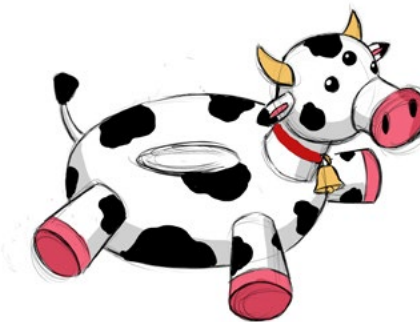
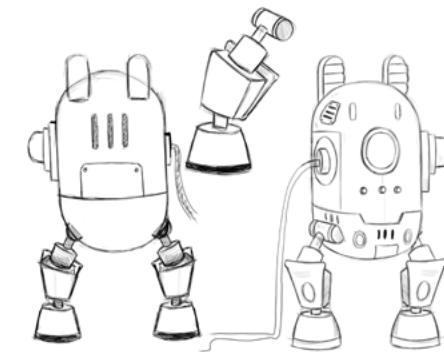
■ As the most recent location, Hippospace Download is the one for which the highest number of sketches were produced. Imagining the floor plan was particularly challenging, as this location was conceptualized as a three-story pool from the beginning. It's hands down the most complicated one in terms of gameplay and was the most challenging to develop. While Quacking the Ice aimed to address a couple of issues experienced in Infinity Cool and keep things simple, with Hippospace Download, we decided to go wild.



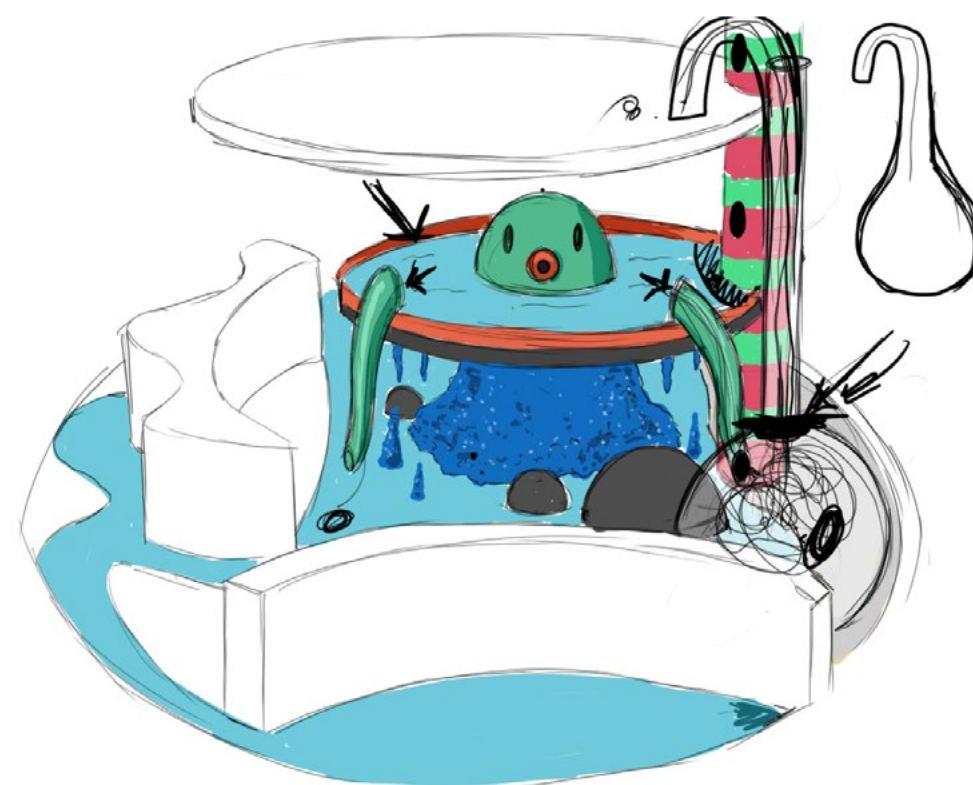
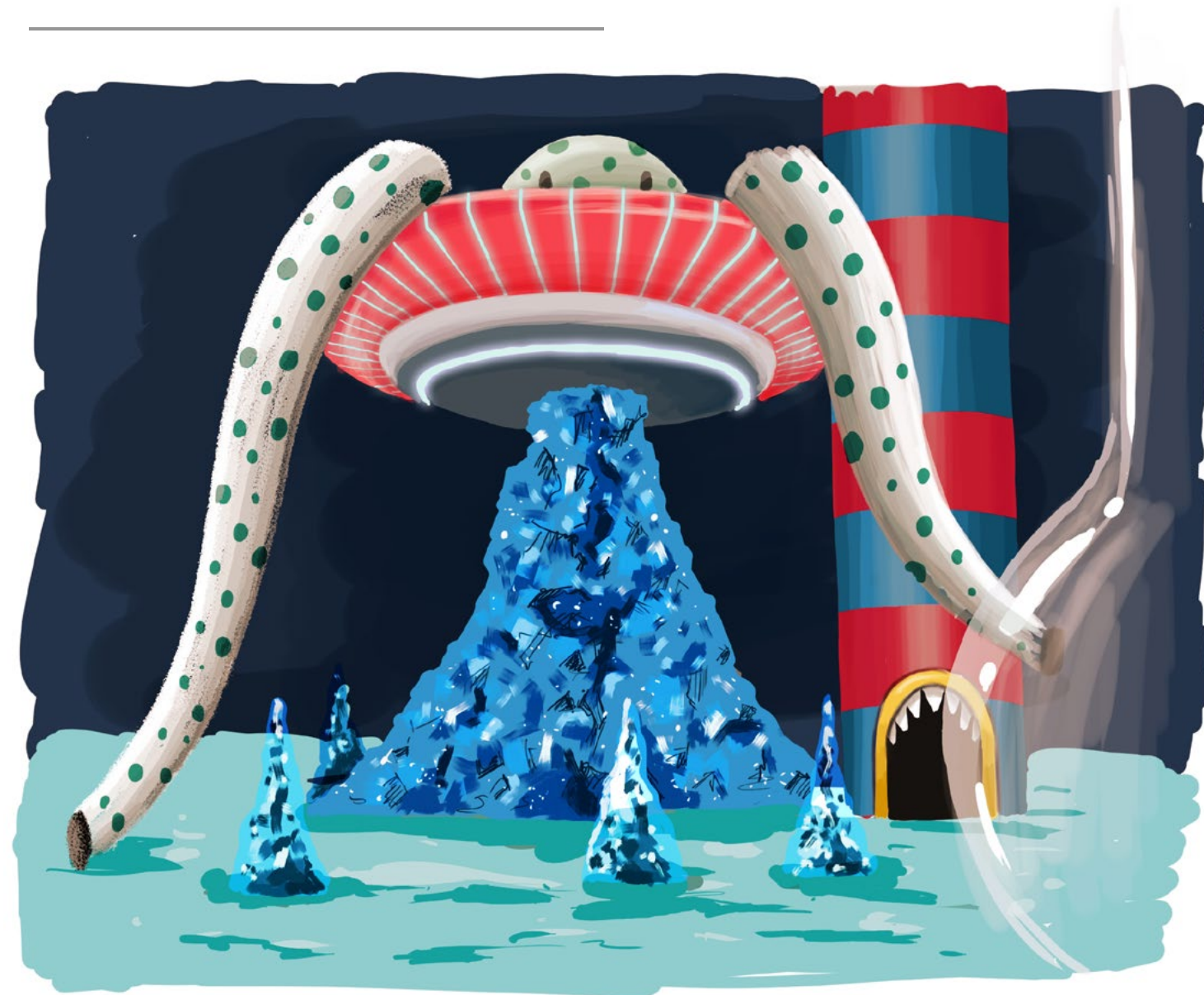
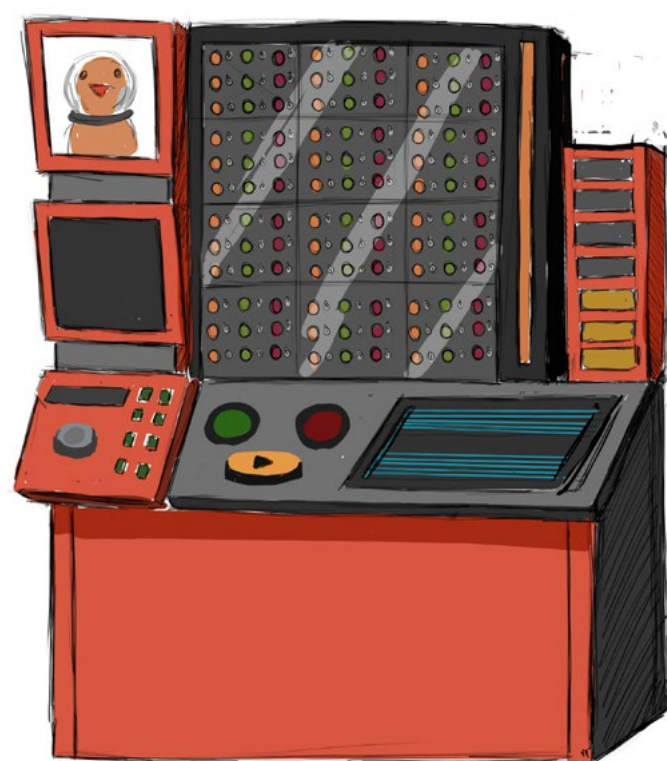
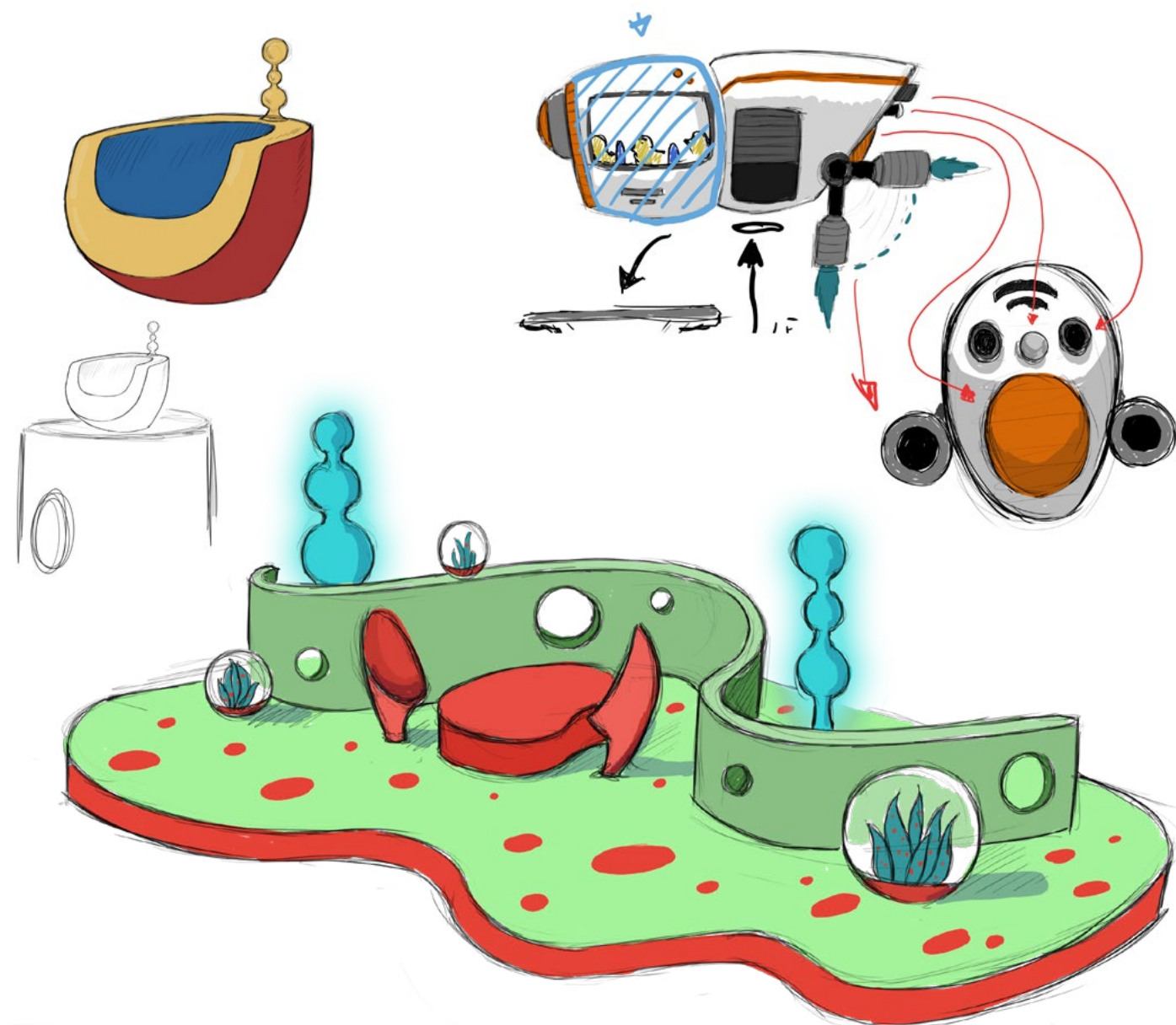




■ The space pool has its own unique feeling, coupled with some new daring mechanics. For example, it doesn't take advantage of the day/night cycle, which means we had to approach the aesthetic side of things differently. Materials and decorations play an even more crucial role in such a context.





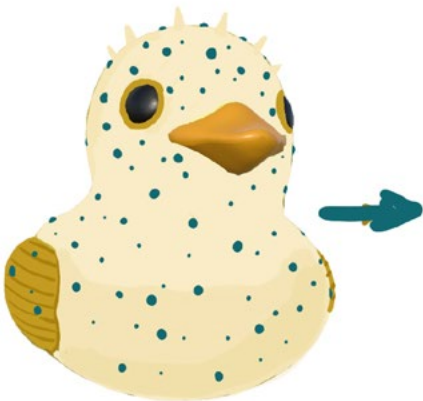
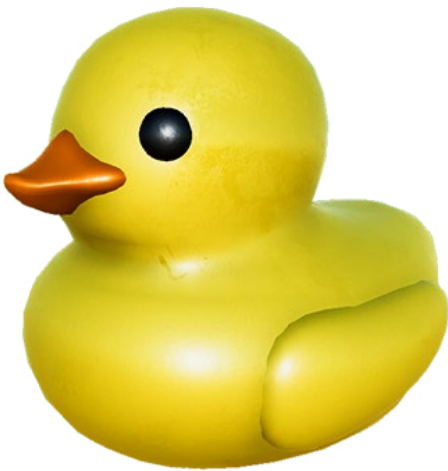






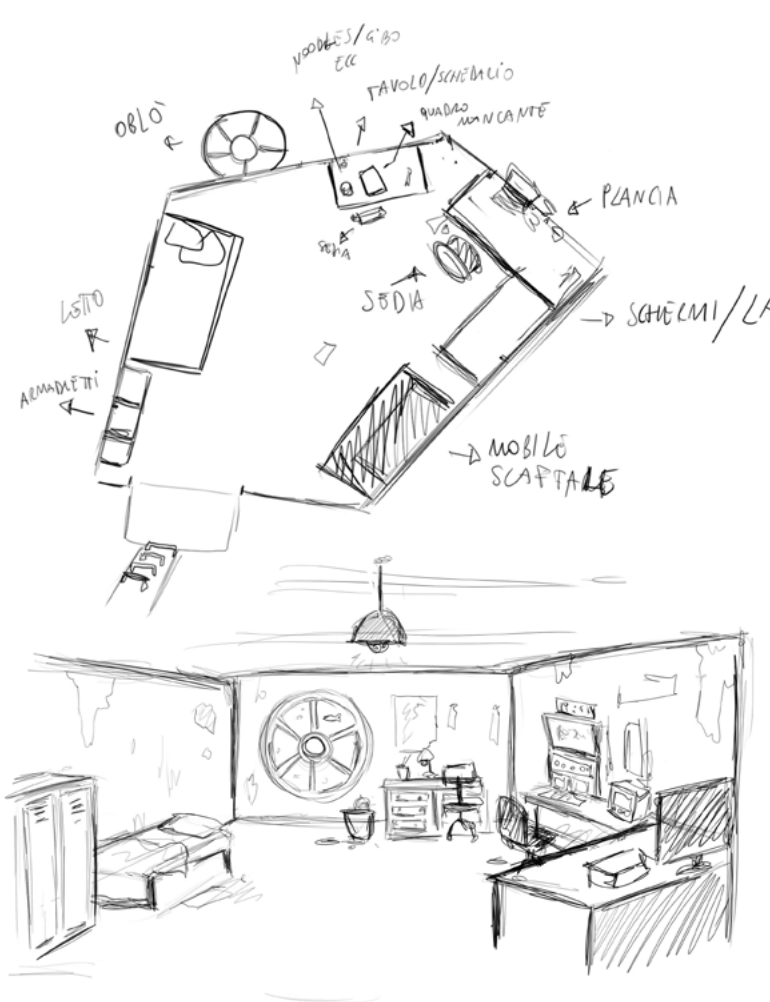
# DUCKS

■ Last but not least, let me show you a couple of concept art drawings for the ducks. After all, they are the stars of our game.





BONUS







## (NOT) THE END

■ And that's all for now. Thank you for spending some time in the pool with the ducks. We hope you enjoyed your stay and gained a better sense of the work behind a seemingly simple idea like PPDS. Don't forget you can always reach out to us via Discord or Twitter.

Keep following the ducks,  
turbolento games





